Disney INTERACTIVE

Disney

Winnie the Pooh

The Honey Hunt

User's Manual





vtech®

V.SMILE™

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Based on the "Winnie the Pooh" works by A.A. Milne and E.H. Shepard.

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Dear Parent,

At **VTech**®*, we know that every year, children are asking to play video games at younger and younger ages. At the same time, we understand the hesitation of most parents to expose their children to the inappropriate content of many popular video games. How can you feel confident in allowing your childen to play these games, and still educate and entertain them in a healthy, age-appropriate manner?*

Our solution to this on-going debate is the ***V.Smile™ TV Learning System****– a unique video game system created especially for children aged 3 to 7. The* ***V.Smile™ TV Learning System*** *combines a kid-friendly design, age-appropriate curriculum, entertaining graphics, and fun game play into a unique experience that your child will love and you can support. The* ***V.Smile™ TV Learning System*** *engages your child with two modes of play: the Learning Adventure - an exciting exploratory journey in which learning concepts are seamlessly integrated, and the Learning Zone - a series of games designed to focus on specific school skills in a fun, engaging way. Both of these educational modes offer your child hours of learning fun.*

As part of the ***V.Smile™ TV Learning System****,* **VTech**® *offers a library of game Smartridges™ based on popular children's characters that engage and encourage your child to play while learning. The library is organized into three levels of educational play – Early Learners (ages 3-5), Junior Thinkers (ages 4-6) and Master Minds (ages 5-7) – so that the educational content of the system grows with your child.*

At **VTech**®*, we are proud to provide you with a much-needed solution to the video game dilemma, as well as another innovative way for your child to learn while having fun. We thank you for trusting* **VTech**® *with the important job of helping your child explore a new world of learning!*

Sincerely,

Your Friends at **VTech**®

To learn more about the V.Smile ™ TV Learning System and other **VTech**® *toys, visit www.vtechkids.com*

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INTRODUCTION

Join Winnie the Pooh and his friends on this fantastic adventure where preschoolers learn the alphabet, numbers, shapes, vocabulary and much more. Help Pooh solve puzzles and collect as many honey pots as possible on the way to the party! Don't forget to look out for the secret areas where Pooh can meet his friends and find more honey pots!

GETTING STARTED

STEP 1: Choose Your Play Mode

Move the joystick up and down to choose the play mode you want. Press the ENTER button when you are finished.



1. Learning Adventure
2. Learning Zone
3. Options

1. Learning Adventure

In this play mode, you can help Winnie the Pooh collect honey pots for his big party through five exciting adventures and three mini games.

Play through the story line by entering Adventure Play or practice your skills on individual games by selecting them in the Quick Play menu.



Adventure Play – In this mode, you can play through all the games in the adventure, and help Pooh complete his tasks.

Quick Play – In this mode, you can play a quick game of your choice without having to play through the whole story.

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Continue Game—Choose this to start an old adventure where you left off.

New Game—Choose this to start a new adventure from the beginning.

- **Adventure Play**

  When you turn the unit **OFF**, V.Smile™ remembers your place in the Learning Adventure game. To continue your adventure, simply turn the unit back **ON** and select "Continue Game" under the Adventure Play menu. Please note that you can only do this if "The Honey Hunt" has not been removed from the unit, and power has not been turned off.

- **Quick Play**

  In the Quick Play menu, move the joystick left or right to select a game, and press ENTER to begin play.

2. Learning Zone

In this mode, you can play four exciting games that focus on a specific learning skill.

3. Options

In the Options screen, you turn the music ON or OFF, and choose between limited or unlimited chances to play the game. Move the joystick left or right to make your choice and press ENTER.



Music ON

Music OFF

Unlimited Chances (No Lose)

Limited Chances (Normal)

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STEP 2: Choose Your Game Settings

If you are satisfied with the default settings, press the ENTER button. If not you can move the joystick to scroll between different settings, and press the ENTER button to choose. Move the joystick to the check icon and press ENTER when you are done.

The Quick Play and Learning Zone modes each have their own settings on the game selection page.

STEP 3: Start Your Game

For Learning Adventure, please go to the "Activities – Learning Adventure" section.

For Learning Zone, please go to the "Activities – Learning Zone" section.

FEATURES

Help Button

Press the **HELP** button to repeat the instructions.

Exit Button

Press the **EXIT** button to leave the game. A "Quit Game?" icon will pop up to make sure you want to quit. Move the joystick left to "✓" to leave the game or right to "✗" to cancel the exit screen and keep playing. Press ENTER to choose. The **EXIT** button also allows you to get back to the previous menu.

Learning Zone Button

The **LEARNING ZONE** button is a shortcut that takes you to the Learning Zone game selection screen. When you press the **LEARNING ZONE** button, the "Quit Game" confirmation screen pops up. If you want to quit and go to the Learning Zone menu, choose ✓. To continue playing, choose ✗.



Choose ✓ if to quit, or choose ✗ if to keep playing.

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ACTIVITIES

Educational Curriculum

Learning Adventure

Path 1. The Hundred Acre Wood	Letter Identification, Phonics, Alphabet Order
Path 2. Up in The Honey Tree	Number Identification, Number Order
Mini Game 1. Jumping Rope	Counting
Path 3. The Balloon Ride	Colors
Mini Game 2. It's a Blustery Day	Hand-Eye Coordination
Path 4. Winter Honey	Vocabulary
Mini Game 3. Pooh's Thoughtful Spot	Shapes
Path 5. Crossing The Stream	Shapes

Learning Zone

Zone 1. Picture Search	Letter Identification
Zone 2. Find the Insects	Counting, Pattern Recognition
Zone 3. Fixing Pooh's Window	Shapes
Zone 4. Guess the Gopher	Vocabulary

Learning Adventure

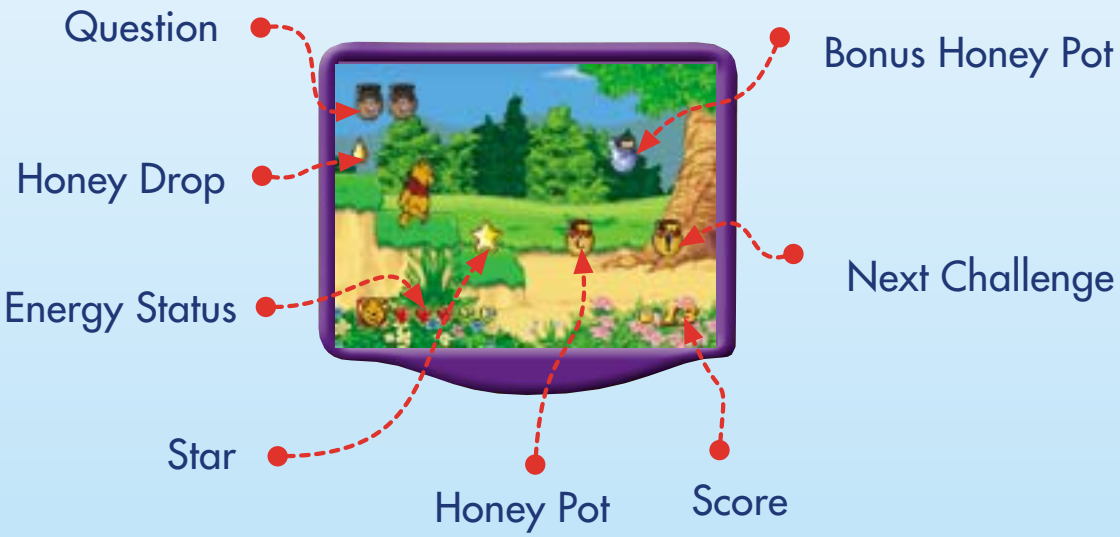
BASIC OPERATIONS

(←)	Walk to the left	(←)+Enter	Jump to the left
(→)	Walk to the right	(→)+Enter	Jump to the right
(↑)	Look up or climb up	(↙)	Crawl to the left
(↓)	Crawl or climb down	(↘)	Crawl to the right
Enter		Jump up	

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Learning Adventure Game Selection Screen

The Learning Adventure play mode has eight different games. Use the joystick to scroll through the games, and press the ENTER button to start one.



Honey Drop	Collect five to gain one extra honey pot.
Honey Pot	Collect these to complete the challenge.
Star	After completing the challenge, collect the star to increase your score.
Bonus Honey Pot	Collect the bonus honey pot to increase your score.
Next Challenge	If a challenge has not been completed, this honey pot will make the current challenge disappear without adding to your score.
Energy Status	This shows Pooh's energy level in the current game.
Question	This shows the question being asked, or the learning skill featured.
Score	This shows the total points you have earned.

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Path 1 — The Hundred Acre Wood

Game Play



Pooh's adventure begins in The Hundred Acre Wood, where he can find honey drops and letter honey pots. Collect them all to have more honey for the party. Use the joystick to move forward, press ENTER to jump, and move the joystick down to crawl. Explore the game for more exciting surprises!

Educational Curriculum

★ Easy Level: Letter Identification and Phonics

★★ Difficult Level: Alphabet Order

Path 2 —Up in the Honey Tree

Game Play



There are honey pots up in the honey tree! Help Pooh collect the numbered honey pots in the right order. Use the joystick to move Pooh and press ENTER to jump. Move your joystick up and down to move up and down the ladders.

Educational Curriculum

★ Easy Level: Number Identification

★★ Difficult Level: Number Order

Mini Game 1 —Jumping Rope

Game Play



Let's go skipping with Rabbit and Tigger! When you are ready, press ENTER to jump and Pooh will count along with you.

Educational Curriculum

★ Easy Level: Counting (from 1 to 10)

★★ Difficult Level: Counting (from 1 to 20)

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Path 3 — The Balloon Ride

Game Play



How wonderful to fly through the sky! Press ENTER to catch a ride on a balloon, and collect the colored honey pots. When you catch one, the balloon changes its color to match.

Educational Curriculum

★/★★ Easy Level/Difficult Level: Colors

Mini Game 2 — It's a Blustery Day

Game Play



What a windy day! Help Pooh collect leaves for his album. The kind of leaf you need will be shown in the upper left-hand corner of the screen (). Help him collect as many as you can! Use the joystick to move the wheelbarrow.

Educational Curriculum

★/★★ Easy Level/Difficult Level: Hand-Eye Coordination

Path 4 — Winter Honey

Game Play



Look at all the falling snow! Help Pooh collect the letter honey pots so he can spell the word on the screen. Don't let him fall into the river or an icy hole! Press ENTER to jump over them.

Educational Curriculum

★/★★ Easy Level/Difficult Level: Vocabulary

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Mini Game 3 — Pooh's Thoughtful Spot

Game Play



Which way should Pooh go to get to his thoughtful spot? Use the joystick to step on the correct shapes, and help Pooh find his way.

Educational Curriculum

★/★★ Easy Level/Difficult Level: Shapes

Path 5 — Crossing the Stream

Game Play



Hop into the umbrella for a peaceful float downstream! Look for the honey pots labeled with shapes, and find the ones with the shape you need. Use your joystick to move the umbrella.

Educational Curriculum

★ Easy Level: Shapes

★★ Difficult Level: Bigger Shapes and Smaller Shapes

Learning Zone

Zone 1 — Picture Search

Game Play



Pair up all the pictures! Use the joystick to select a picture, and press ENTER to turn it over.

In the Difficult Level, you will have more pictures to pair up.

Educational Curriculum

★ Easy Level: Letter Identification and Memory

★★ Difficult Level: Letter Cases and Memory

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Zone 2 — Find the Insects

Game Play



Find and collect the right number of a special kind of insect (10)! Use the joystick to move the net over an insect and press ENTER to catch it. If you want to release a captured insect, move the net to the jar and press ENTER. When you've finished, move the net to Pooh and press ENTER.

Educational Curriculum

★/★★ Easy Level/Difficult Level: Counting and Pattern Recognition.

Zone 3 — Fixing Pooh's Window

Game Play



Find the shape that fits the window! Press the colored button that matches the color of the window you want to use.

Educational Curriculum

★/★★ Easy Level/Difficult Level: Shapes

Zone 4 — Guess the Gopher

Game Play



Gopher is popping up all over the place with different pictures! Press the correct colored button to choose the picture that matches the word.

Educational Curriculum

★/★★ Easy Level/Difficult Level: Vocabulary

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CARE & MAINTENANCE

1. Keep your **V.Smile™** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when not using it for an extended period of time.
4. Avoid dropping it. NEVER try to dismantle it.
5. Always keep the **V.Smile™** away from water.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colours or patterns, especially on television. While the **V.Smile™** TV Learning System does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician.

Please note that focusing on a television screen at close range and handling a joystick for a prolonged period a time may cause fatigue or discomfort. We recommend that children take a 15 minute break for every hour of play.

TROUBLESHOOTING

Please note that if you try to insert or remove a Smartridge™ without first turning the unit **OFF**, you may experience a malfunction. If this happens, and the unit does not respond to pressing the **ON** / **OFF** / **RESTART** buttons, disconnect the AC adaptor from the main unit or remove the batteries. Then, reconnect the adaptor, or reinstall the batteries. If the unit still does not respond, press the **RESET** button at the bottom of the unit, using a pen.

TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you.

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Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number. (The model number is typically located on the back or bottom of your product.)
- The actual problem you are experiencing.
- The actions you took right before the problem.

If you wish to buy additional ioysticks for your **V.Smile™** TV Learning Sysem, please visit us online, or contact our Consumer Services Department.

Internet: www.vtechkids.com

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

OTHER INFO

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TEL NO.: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada.

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NOTE:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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V.SMILE™

Expand your V.Smile Smartridge™ library with these great games for never-ending fun!

Early Learners

Ages: 3-5

- Counting
- Letters
- Phonics
- Numbers
- Colors & Shapes
- Basic Vocabulary











Junior Thinkers

Ages: 4-6

- Spelling
- Music
- Math Computation
- Vocabulary
- Patterns & Logic
- Time-Telling Skills













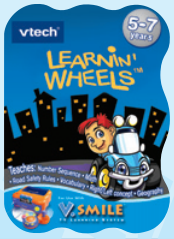




Master Minds

Ages: 5-7

- Vocabulary
- Spelling
- Problem Solving
- Advanced Math
- Geography
- Art & Creativity











and many more...

Collect and learn from them all!

Each sold separately and subject to availability.

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